

POCKET  
COOL BOARDERS

Distributed by  
**SNK CORPORATION**  
 SNK BLDG., ENOKI-CHO, SUITA-SHI, OSAKA, 564-0053, JAPAN

© 2000 UEP Systems, Inc.

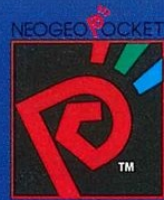
NEOP0075

REPRODUCTION  
 PROHIBITED

NEOGEO POCKET are trademarks of SNK CORPORATION. Patents Issued and Pending



SNK



POCKET  
 COOL BOARDERS

**NEOGEO POCKET software cartridge**

★ Works exclusively with NEOGEO POCKET COLOR



## COOL B GREETINGS POCKET

Thank you for purchasing COOL BOARDERS pocket!  
We strongly recommend reading through the manual before playing as it will increase your enjoyment.

● Because screen shots in this user's manual were taken during the development stage of this game, be aware certain variation may exist.

## COOL TABLE OF CONTENTS KEI

Basic Operations .....	3
Basic Controls .....	4
The Game Screen .....	5
Basic Rules .....	6
The Characters .....	7
How to Play .....	8 - 11

## COOL Basic Operations KEI

### ● During Game Play

- Joystick** ..... Turn left/right, Squat (gain speed)
- Option Button** ..... Pause/Resume
- A Button** ..... Drift (hard turn)
- B Button** ..... Jump



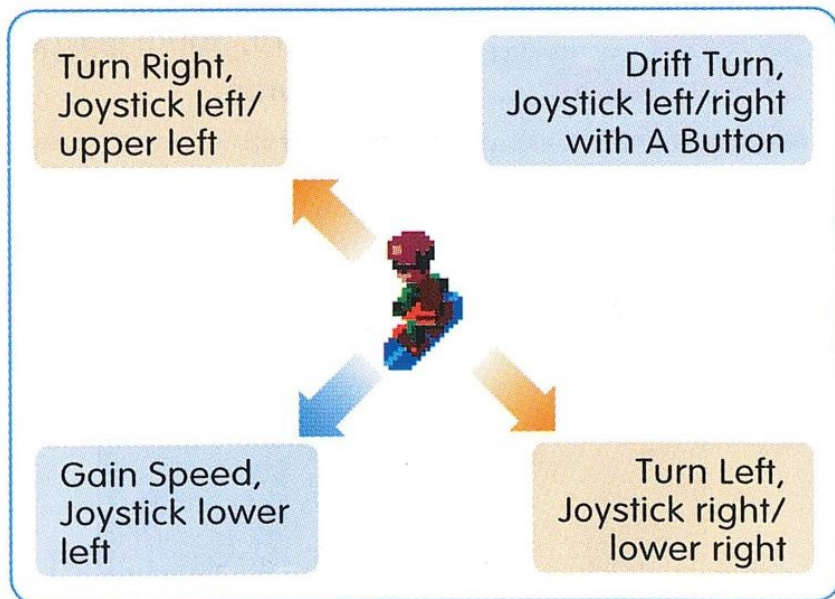
### ● Select/Option Screen

- Joystick** ..... Move cursor
- A Button** ..... Select (next)
- B Button** ..... Cancel (back)

For more details, please refer to the page 4.

## COOL Basic Controls SOCKET

### ● Character Control



### ● Jump

To jump, hold down the B Button and release. Hold down the B Button long enough, the character jumps with spin. The longer you hold down the B Button, the longer the distance of the jump. Circle the Joystick fast during the spin jump, you will gain more distance on the jumping.

NOTE : During a jump or holding down the B Button, the direction can not be changed.

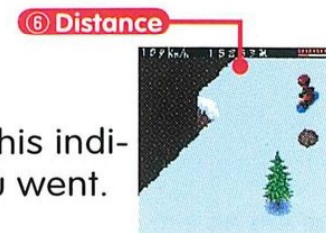
## COOL The Game Screen SOCKET



- ① **Life Gauge** : Incur enough damage by hitting obstacles/falling off of a cliff, the game will be over.
- ② **Speed Gauge** : Shred faster than a certain speed to increase the gauge. Everytime when this gauge is full, you regain a point of life.
- ③ **Total Time** : The current elapsed time.
- ④ **Time** : The amount of allotted time remaining. if you clear before the time gets to 0, you can win points. When you earn enough points, you will get new stages.

⑤ **Speed** : The current speed.

⑥ **Distance** : In Survival mode, this indicates the mileage how far you went.



NOTE : For more details, please see next page.

# COOL B POCKET Basic Rules

## ● Freeride

Select a course and shred these unique slopes for the finish line while avoiding falling off of a cliff or hitting an obstacles. When the life gauge decreases to zero, the game will be over.



When you break the default best time at each course, you will earn points. When you earn enough points, you will be awarded new courses, etc.. Each time when you break the record, it will be saved automatically into the system.

## ● Survival Mode

This mode is just to see how far and how long you can go without losing your life. When you get a new record, it will be saved automatically.



# COOL B POCKET The Characters

## ● Characters

You can select from two different characters;

Ken & Jun.



## ● Obstacles

A variety of obstacles are featured in this game. These are some of the samples. Avoid those obstacles or you will lose some life points but some of them may help player.

### WALL



gets damage when you hit it with a certain speed.

### RIVER



you will lose your speed and float a bit.

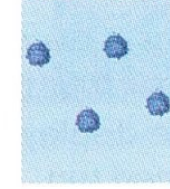
### CLIFF



some of them can be crossed over by normal jump but some of them must

have a long spin jump to make it.

### SNOW BALL



coming from behind. Keep away from it.



During the game, you may see a sign like this on the left. This means to give you a notice for a big cliff for you to prepare for the spin jump.

# COOL BOARDERS How to Play

## ● Title Menu

### START

You can start the game from here.

### OPTION

View latest records, or select other option.



## ● Character Select

When you select START, the Character Select screen will be displayed.

Use the Joystick to select and press A Button to confirm your selection.



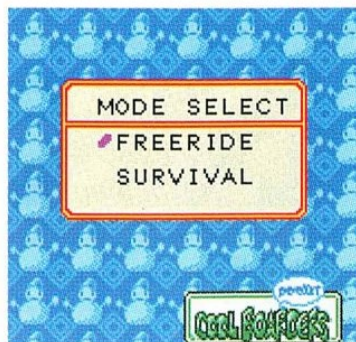
## ● Mode Select

When you select the Character, the MODE SELECT screen will be displayed.

**FREERIDE** Timed run.

**SURVIVAL**

Play as long as you keep your life.



# COOL BOARDERS How to Play

## ● Stage/Course Select

Course select screen will be displayed when player chooses the FREERIDE

Mode as shown right. Use Joystick left/right to select courses then A Button to execute. When you break

the default record, a star symbol is displayed on the right of the course number. You have to make a certain requirements which is to collect points to gain access to courses marked as "?".



## ● OPTIONS

Select OPTION to display the OPTION screen as shown right.

### AUTO POWER OFF

Turning this option ON will cause the NeoGeo Pocket Color unit to automatically shut off after 10 minutes of inactivity.

### RECORDS

Select RECORDS by moving the cursor and A Button to execute to view records on each course.

### EXIT

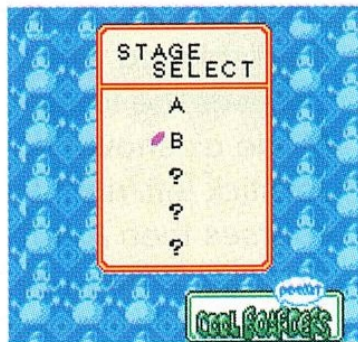
Select EXIT to go back to the Title Screen.



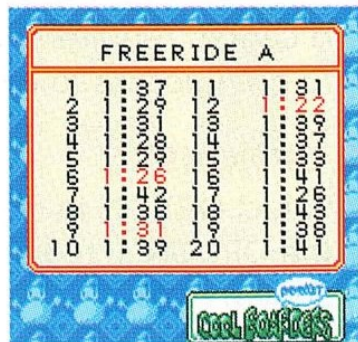
# COOL B How to Play POCKET

## ● View RECORDS for FREERIDE MODE

Select OPTIONS to display MODE SELECT. Select FREE-RIDE to display STAGE SE-LECT. Use Joystick UP/DOWN to select STAGE and A Button to execute.



When you clear default record, the record will be shown in RED.



## ● View RECORDS for SURVIVAL.

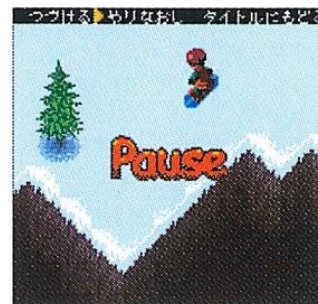
Select SURVIVAL at the MODE SELECT Screen to view TIME & DISTANCE.



# COOL B How to Play POCKET

## ● PAUSE Screen

Press OPTION Button during game play to pause the game and display selections on top of the screen.



**RESUME** Re-enter the game.

**RETRY** Restart the event.

**EXIT** Quit the event in progress.

## ● GAME OVER Screen

When Game is over, GAME OVER Screen will be displayed.

**CONTINUE**

Try same course again.

**SELECT COURSE**

Change course and play again.

**END** Go back to the title screen.



## ● REWARD Screen

When you break the record, you will be awarded points. When you earn enough points, you will unlock some hidden courses, etc.

